Session 130

Aqua Icon Design

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Apple Human Interface Design Group

Aqua Icon Design

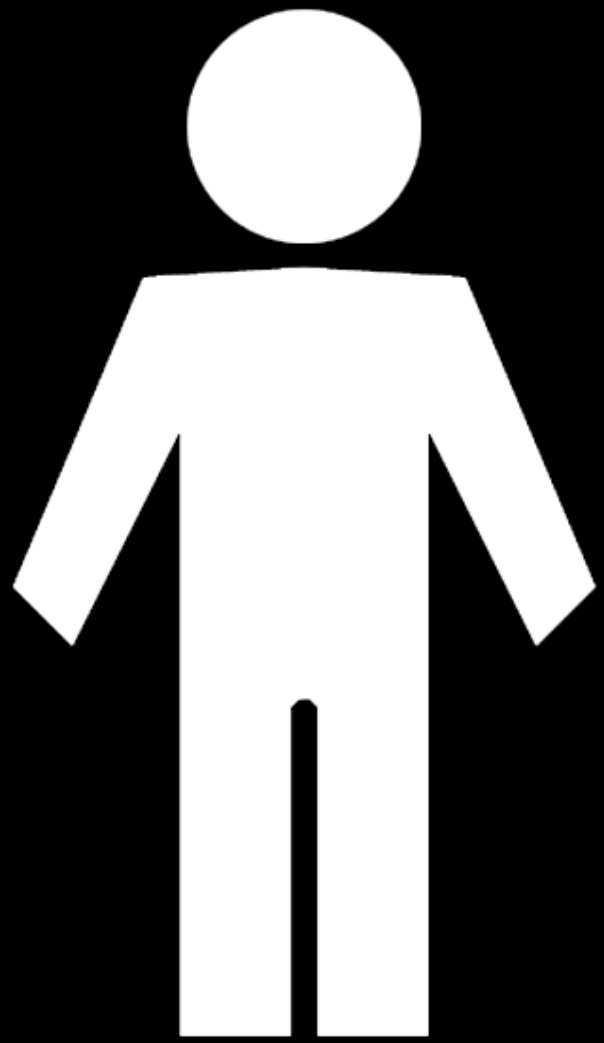
- Philosophy
- Design

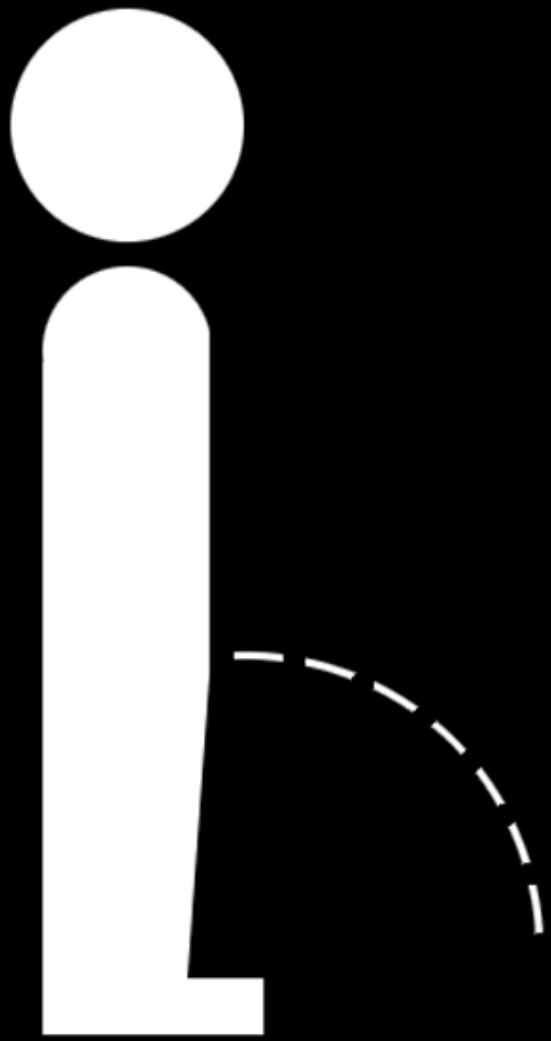
Philosophy

- Photo-illustrative icons
- Emotive icons
- Genres
- Families and icon types

Designing Icons

- Concept and communication
- Rendering styles
- Perspective and shadows
- Tools





Emotive Icons

- Tells a story
- Extension of the symbol/icon
- Universally understood

Genres

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Genres

Genres

Application Genres

- User applications
- Utility application

User Application Genre

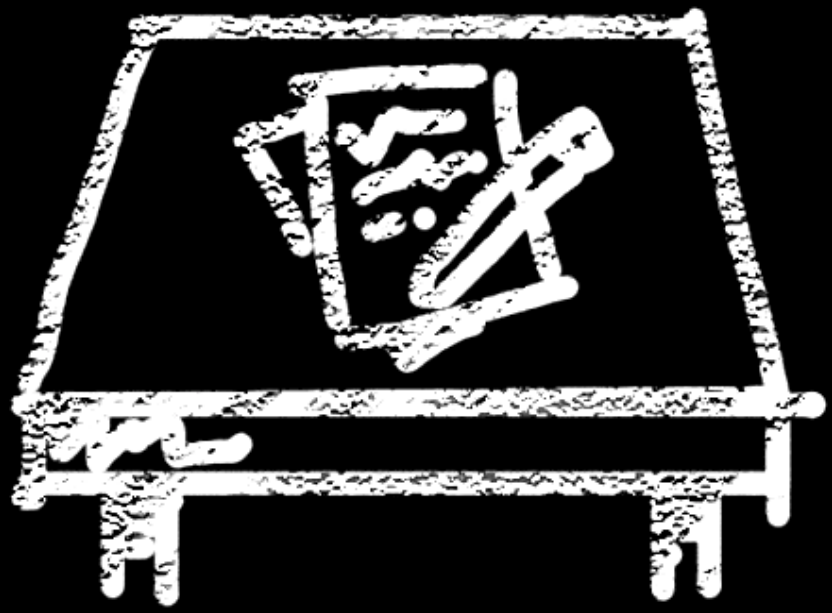
- Homage to the diamond

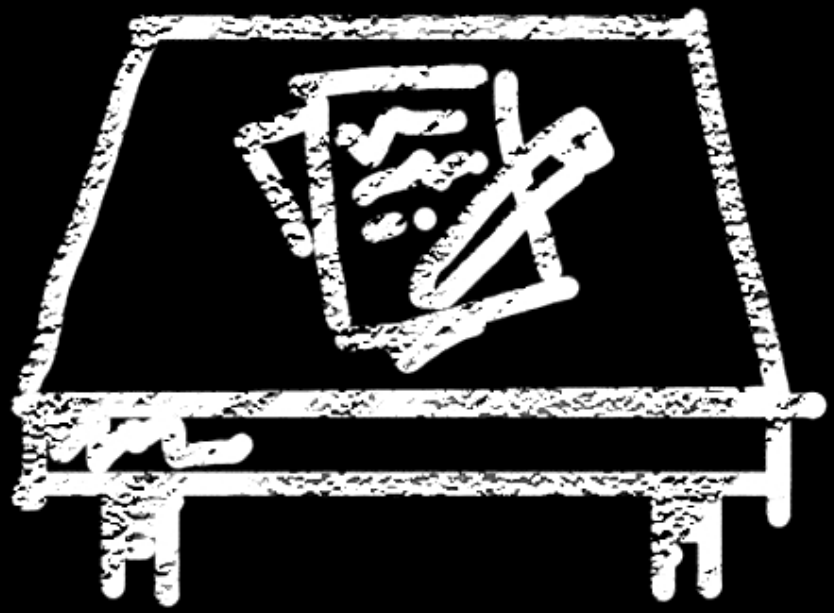
User Application Genre

- Create media
- View media
- Frequently used
- Productivity/recreation

User Application Genre

- Desk-like perspective
- Inviting—approachable
- Vibrant color
- Media and tool
- Tell a story





User Application Genre

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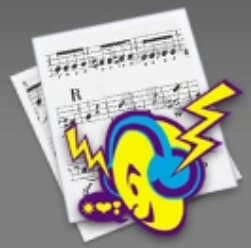
User Application Genre

User Application Genre

- Branding as a tool

User Application Genre



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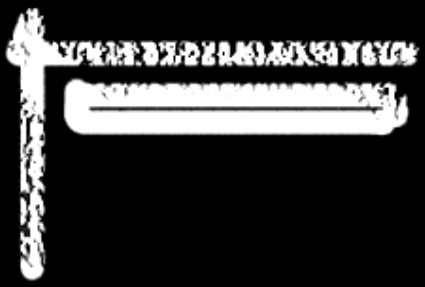
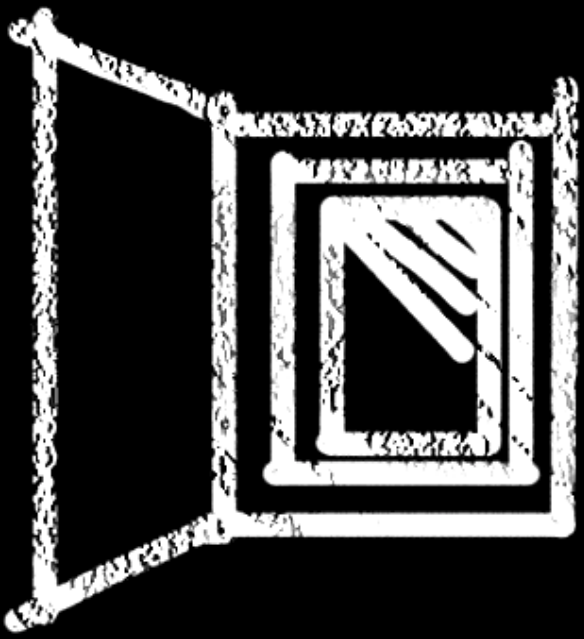
Utility Application Genre

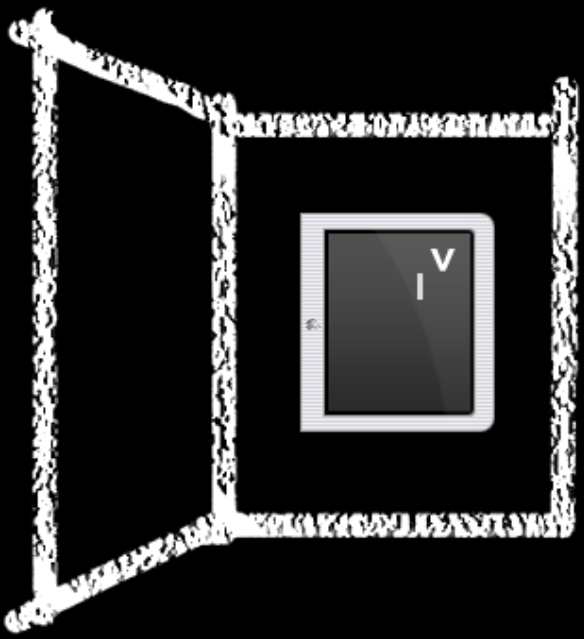
- Process media
- Maintain and monitor
- Used infrequently/back end
- Technical/complex

Utility Application Genre

- Shelf level perspective
- Limited color
- More serious tone





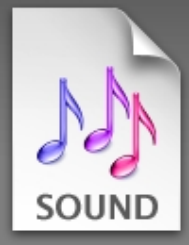


Utility Application Genre

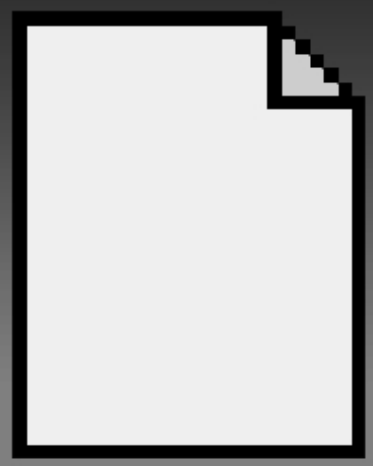
Families

Families

Families



Document Icons



- Homage to the dog ear

Document Icons

- Relationship to the application

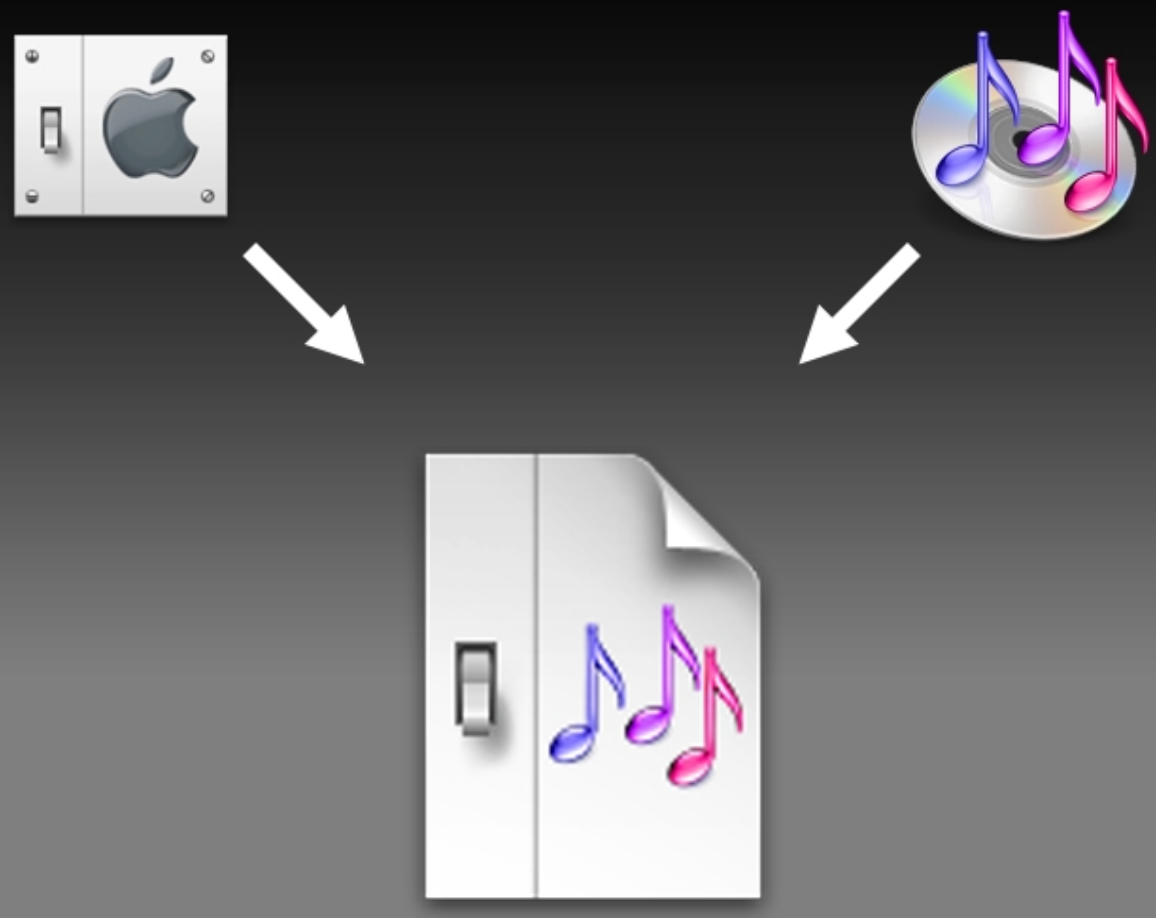
Document Icons

- Labeling

Document Icons

- Preferences

Document Icons



- Preferences

Device Icons

- Plug & Play, Internal

Device Icons

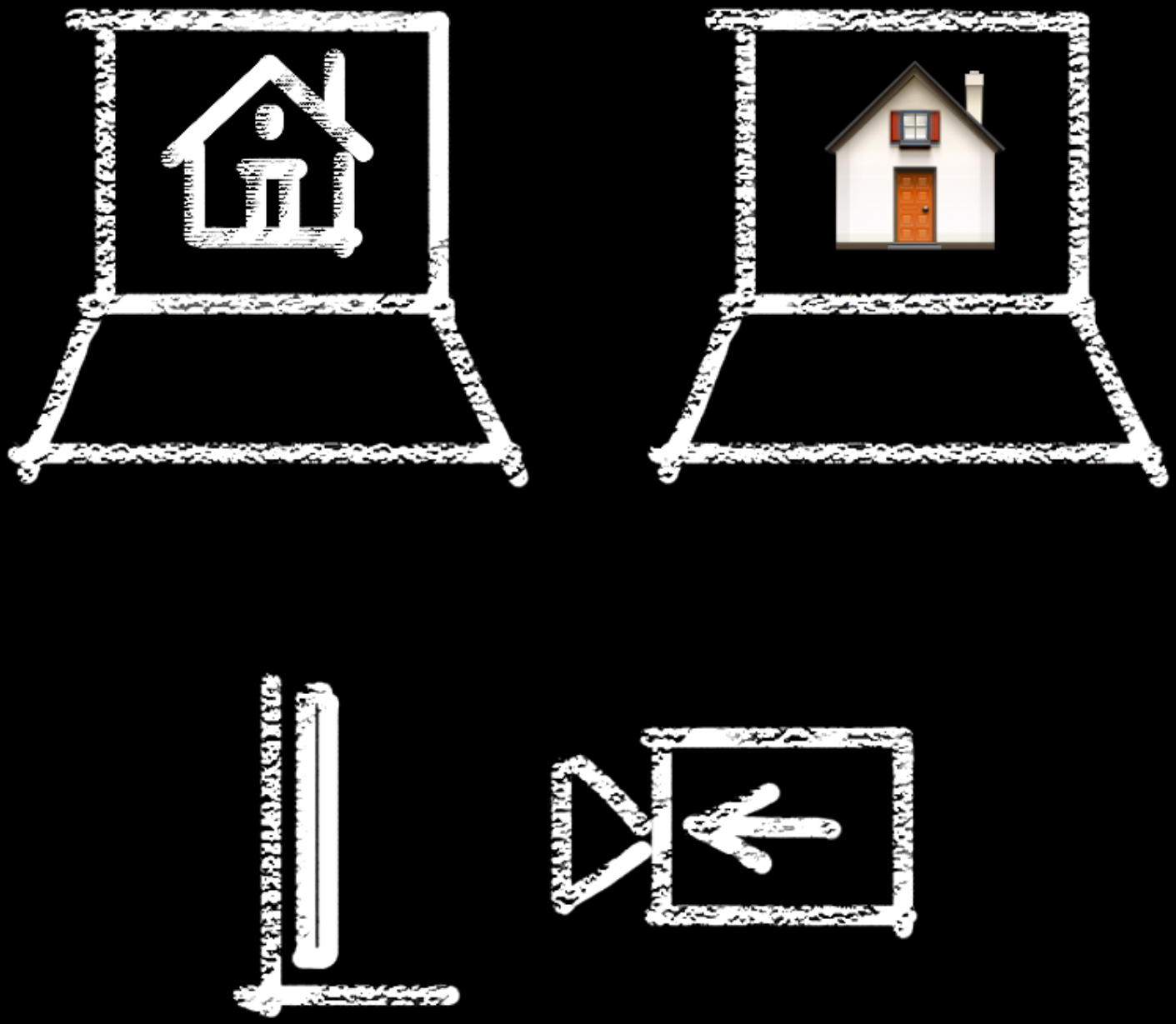
- Removable Media

Toolbars

- Singular/Simple color use

Toolbars

- Shelf level perspective



Toolbars

- Attention to form

Toolbars

- Consistency & common elements

Materials

- Study real world objects

Summary

- This stuff is subtle and complex
- Icon design is an art unto itself
- You need the skills of a graphic designer to do a good job with this
- Hire a graphic design firm if you don't have the resources in-house

How Do I Use These Icons?

Attaching Icons to Applications

- Icon art must be converted to “icns” format
- Several tools can do this:
  - IconComposer (Apple)
  - IconBuilder (IconFactory)
  - Iconata (Fabricata)
  - Iconographer 2.0 (Mscape Software)

Attaching Icons to Applications

- Icons are specified in an application's *property list*
- The property list is a dictionary of key-value pairs
- It comes in two flavors:
  - An **Info.plist** file for packaged applications
  - A **plst** resource for single-file applications

For More Information

- Inside Mac OS X: Aqua Human Interface Guidelines *New!*
  http://developer.apple.com/techpubs/macosx/
  Also available through FatBrain
- Mac OS X User Experience Technologies
  http://developer.apple.com/ue
- Human Interface Design Discussion List
  http://www.lists.apple.com/mailman/listinfo/apple-hi-developers

Roadmap

119 Carbon Controls & Appearance I	Hall 2 **Thurs., 9:00am**
120 Carbon Controls & Appearance II	Hall 2 **Thurs., 10:30am**
130 Designing & Using Aqua Icons	Hall 2 **Fri., 10:30am**
125 Apple Help	Room J2 **Thurs., 2:00pm**
127 Speech Recognition & Synthesis In-Depth	Room C **Thurs., 10:30am**

Roadmap

114 Application Packaging & Document Binding	Hall 2 **Wed., 5:00pm**
702 Interface Builder	Hall 2 **Tues., 3:30pm**
FF103 Feedback Forum: Aqua	Room J1 **Wed., 3:30pm**
FF114 Feedback Forum: High Level Toolbox	Room C **Fri., 3:30pm**

Who to Contact

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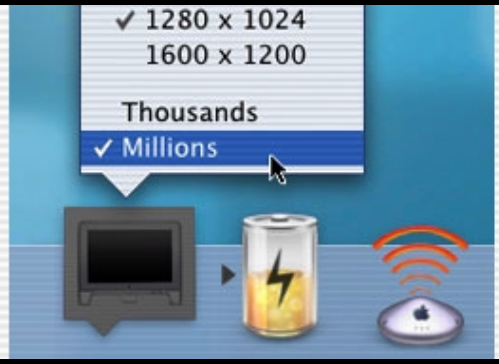
Q&A



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http://developer.apple.com/events/urls.html

WWDC

Worldwide Developers Conference 2001

WWDC

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